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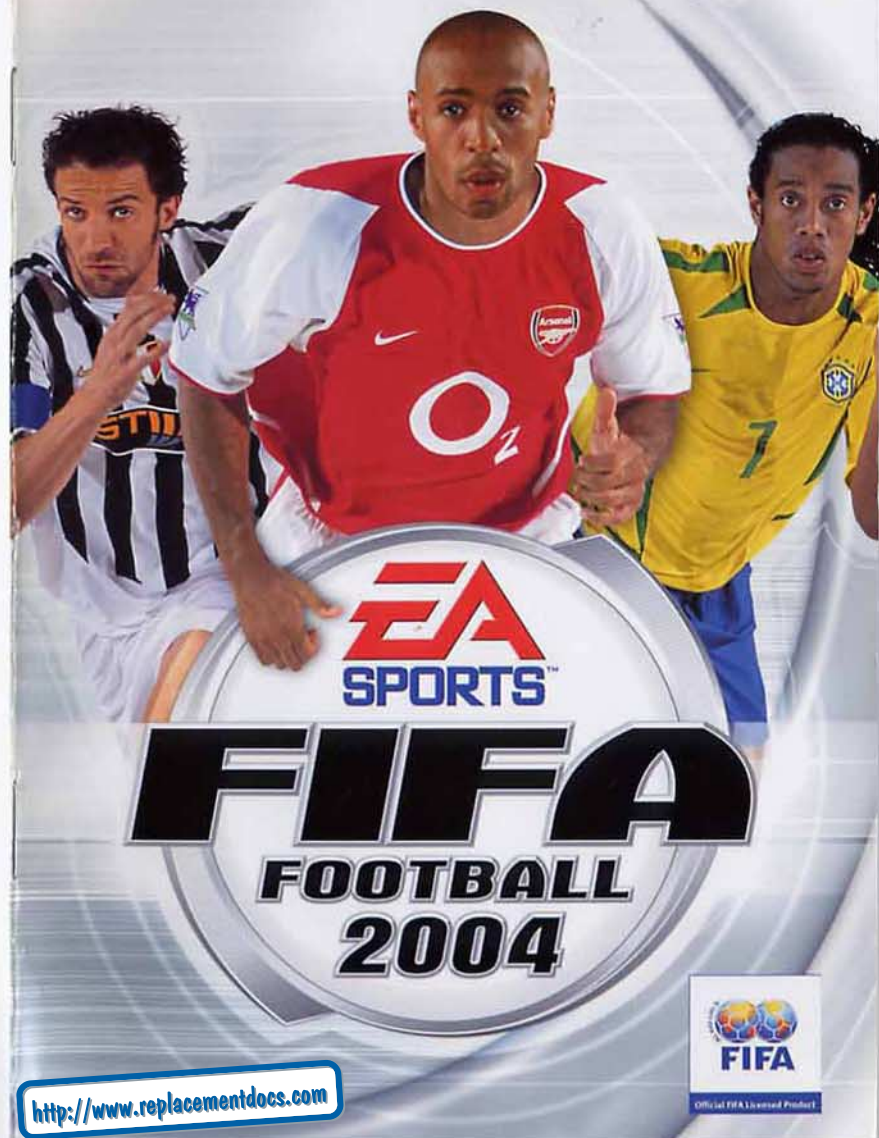
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Microsoft

XBOX



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

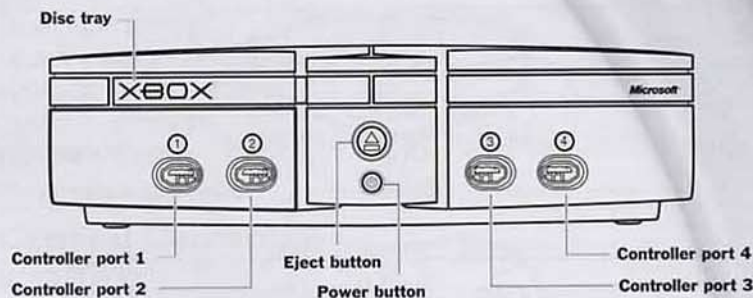
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Using the Xbox™ Video Game System



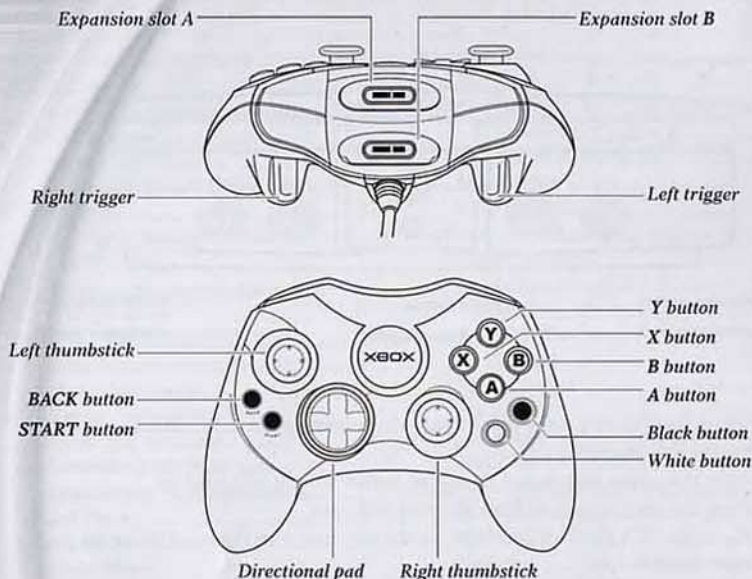
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *FIFA Football 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *FIFA Football 2004*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

Using the Xbox Controller



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *FIFA Football 2004*.

Controls

Note: Where **L** is mentioned, **R** can also be used (and vice versa).

Menu Navigation

HIGHLIGHT OPTION	+
SELECT HIGHLIGHTED OPTION/ ADVANCE TO NEXT SCREEN	A
CANCEL/RETURN TO PREVIOUS SCREEN	B / ◀
CYCLE THROUGH PAGES	L / R

General Gameplay

MOVE PLAYER	L
SPRINT	Hold R
WALK	Hold L
ACTIVATE IGM (see IGM (In-Game Management) below)	L + R
PAUSE GAME (see <i>Pause Menu</i> on p. 11)	⏸

IGM (In-Game Management) **A** ◀ Long Ball ▶

Hold **L** + **R** simultaneously to make tactical adjustments to your team during the game. Press **+** to toggle between different tactical areas and then press **+** to make changes to each:

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

Attacking Strategy (A): Wing Play/Possession/Long Ball

Attacking (with ball)

PASS/HEADER	A
SHOT/HEADER/VOLLEY	Normal B Low B+L
LOB/CROSS	Normal X Driven X+L
CHIP	Tap X
THROUGH BALL	Y
SKILL MOVES	Normal R Walking Hold L + move R
ONE-TWO (see <i>Passing</i> , below)	A, ●, A/Y/X

Power, Weight and Direction

- When playing a ball (other than a pass) in open play, a power meter appears at the bottom of the screen. Keep the relevant button pressed to increase power (and therefore speed and distance) and release when the meter has filled sufficiently. When shooting, if the meter reaches the red zone, your effort is more likely to be off target. Move L to aim - the ball travels in the direction it is facing when the button is released.

Passing

- Passes and normal lobbs are automatically directed towards a team-mate or team-mate's run in the ball carrier's field of vision while through balls and driven lobbs are played in the direction the ball carrier is facing.
- To play first-time balls (passing or shooting without first controlling the ball), press the relevant buttons *before* the ball reaches your player.
- To play a one-two pass with your team-mate, press A to play the first pass, ● to continue running, then A, Y or X to attempt to return the ball to the runner.

Dribbling

- The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace and control requirements.

Attacking Off The Ball™ Control Options



Off The Ball Running: When your player has possession of the ball, press ○ to increase his passing options. Potential ball receivers appear with numbers above their heads. Press ○ to cycle through the receivers and move R to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press X or Y.

EA SPORTS Tip: Use on the wing for pinpoint crosses.

Player Runs: To send an individual player on a run, press ●, hold L and move R to direct his movement. The player in possession must then play the ball with sufficient power and weight to take it into the runner's path. A perfect through ball (Y) should result in the runner receiving the ball in space without having to break his stride.

Defending (without ball)

SWITCH PLAYER	A
TACKLE	B
SLIDING TACKLE	X
KEEPER CHARGE	Y

EA SPORTS Tip: Simply get close to the ball carrier to challenge him for the ball without tackling him. This is a good way of gaining possession without fouling.

Defending Off The Ball™ Control Options: Secondary Defender

For the defender nearest the ball, tackling isn't always the best form of defence. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a secondary defender (○) to make the challenge.

Goalkeeper in Possession

MOVE/AIM KICK OR THROW	L
THROW	A
HIGH KICK	X/B

Set Pieces

Taking a Direct Free Kick

In order to hit the target you need to follow these steps:

1. Move **L** to aim the targeting cursor towards the area of net you want the ball to go.

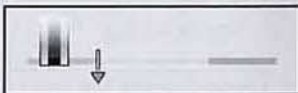


2. Decide what kind of spin you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) using **R**. The ball spins accordingly.



Ballspin: To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right-hand side of the ball as you look at it will send it swerving in an arc out to the right and then back in to the left, and vice versa).

3. To take the kick, press **X**, **A** or **B** to start the kick meter, press it once more on the **upswing** to set the **power** of the shot (the closer the pointer stops to the red zone, the more powerful the shot, but the faster the downswing will be) and press it a third time on the **downswing** to set the **accuracy** (stop the pointer in the middle of the accuracy zone for the best results).



Taking an Attacking Indirect Free Kick or Corner

1. Press **⬆** and **A** to select a **preset routine** (see *Set Pieces* on p. 18).
2. Select a **receiver** by pressing the button corresponding with the symbol above his head.
3. Use the off the ball controls to **make space** for yourself while waiting for the set piece (see *Attacking Indirect Free Kick/Corner Off The Ball™ Control Options* on p. 7).

Attacking Indirect Free Kick/Corner Off The Ball™ Control Options: Jostling

While waiting for an attacking indirect free kick or corner to be taken, win yourself space by **jostling** with your marker. To give him the run-around, move **L**; to jostle with him, move **R** towards him.

Taking a Defensive Indirect Free Kick or Goal Kick

AIM	L
LONG PASS	X / B
SHORT PASS	A

Note: Hold kick buttons for increased power.

Taking a Throw-In

AIM	L
THROW	X , A or B

Taking a Penalty Kick

AIM SHOT	L
SHOOT	B

Note: Hold shoot button for increased power.

Defending Set Pieces Other Than Penalty Kicks

MOVE PLAYER/WALL	L
WALL JUMP	X , Y or B
SWITCH PLAYER	A

Note: Wall movement is only possible when defending an attacking free kick near your goal.

Defending a Penalty Kick

DIVE	L
------	----------

Setting Up the Game

The first time you play *FIFA Football 2004* (without an active User Profile), press **⬆** and press **A** to select your favourite league and team. Your selection is used as the default team for Play Now mode.

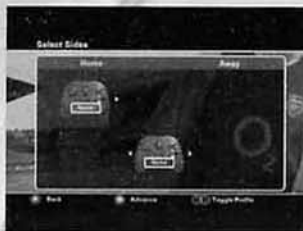
Main Menu

From the Main menu you can get straight onto the pitch (see *Play Now* on p. 10), select a game mode to take part in (see *Game Modes* on p. 11), view User Profile information (see *My FIFA 2004* on p. 15), tailor the game to suit your preferences (see *Options* on p. 17) and view new features, other offerings from EA SPORTS™ and *FIFA Football 2004 Credits*.

Play Now

Get straight onto the pitch and take on any club or country in the game.
To Play Now:

1. Press **↑** to highlight PLAY NOW and press **A**.



Select Sides

The Select Sides screen allows you to choose which team you wish to play for and the User Profile you wish to use.

2. Press **←** to place your controller icon under the Home or Away team. Your in-game possession indicator colour appears under your icon.
3. Pull **L/R** to choose which of the available User Profiles you wish to play with.
4. When you've made your selections (or, for 2 or more player games, when all players have selected), press **A**.
 - If all icons remain in the middle, a CPU vs CPU game is played.
5. Press **↑** and press **A** to select a League, home Team (a team's ability is represented by stars below its badge) and Kit (repeat for the away Team).
 - Press **Y** to select a Stadium to play in (see *Select a Stadium Screen* below) or pull **L/R** to select Random teams.
6. At the Team Management screen, select your starting line-up and select DONE to continue.

Select a Stadium Screen

FIFA Football 2004 offers a range of real and generic arenas, from Old Trafford to the Nou Camp. To select one – and to choose whether to play during the DAY/NIGHT – press **↑** and then select DONE.

Playing The Game

Control Highlights



Controlled player in possession of the ball



Controlled player when not in possession of the ball



Off-screen controlled player indicator



Players making Off The Ball Runs

Player Status Bar

Sergio Aragonese

During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue. This level decreases the more a player sprints (pull and hold **R**), slowing him down, but replenishes when he returns to normal pace.

Pause Menu

Press **○** while the ball is in play to access the following options:

RESUME MATCH:

Continue game.

TEAM MANAGEMENT:

Make Substitutions during a match or make adjustments to Tactics and Kick Takers (see *Team Management* on p. 17).

MATCH FACTS:

Pull **L/R** to view match stats as well as names in the book/on the score sheet.

SELECT SIDES:

Review/change your choice of team (see *Select Sides* on p. 10).

CAMERAS:

Change the camera angle (see *Cameras* on p. 20).

GAME SETTINGS:

Change in-game options (see *Game Settings* on p. 17).

INSTANT REPLAY:

View a replay of the last few seconds of play (see *Instant Replay* on p. 20).

RESTART MATCH:

Re-start the current match.

QUIT MATCH:

End the current match and return to the menu screens (if you Quit a match in any competition mode, you automatically forfeit the game by a 2-0 score-line. If you quit a second-leg game you automatically lose the tie).

Post Match Screen

After the match you can view the game's stats (MATCH FACTS) or restart the game (REPLAY MATCH). Select CONTINUE to exit.

Note: If a Play Now match ends in a draw after 90 minutes, you can choose to end it there and then, continue with GOLDEN GOAL extra-time or go straight to a PENALTY SHOOTOUT.

Game Modes

Career Mode

Pick a club from any one of 23 divisions and begin a five-year long quest for glory. Keep your challenge on track by dipping into the transfer market and honing your players using a variety of training techniques.

Note: For assistance with Career Mode, select CAREER HELP in the More Options screen.

1. Select GAME MODES>CAREER MODE>NEW CAREER (or LOAD CAREER if you have a saved career you wish to load - see *Save/Load Screen* on p. 19).
2. Select YES to confirm the overwriting of unsaved Squads (or NO if you wish to save the current Squads before entering Career Mode).
3. Press **⬅** to input your manager's name and select the tick symbol to confirm.
4. Choose the league within which you wish to manage and then select a team to control within that league by pressing **A**. Your Contract Objectives appear. Press **A** to accept them and read about your Weekly Training Options and press **A** once more to continue. The Weekly Training Central screen appears (see below).
5. After putting your players through their paces, checking out your team news and testing the water in the transfer market (see *Weekly Training Central Screen* below), select DONE.
6. Your next fixture is displayed. To start it, select PLAY NEXT GAME.
 - Select MORE OPTIONS for further information and options (see *More Options Screen* on p. 13) or SAVE CAREER to save your progress (see *Save/Load Screen* on p. 19).
7. Select the side you wish to play for (see *Select Sides* on p. 10) and press **⬅** to select both sets of kits.
8. At the Team Management screen, select your starting line-up (see *Starting 11* on p. 18 for information on changing your team) and select DONE to continue.

Weekly Training Central Screen

INDIVIDUAL TRAINING:

Train individual players in your squad in up to 3 disciplines per week. To train a player, press **⬅I** to highlight him and press **A**. Slot 1 is selected first. Press **⬅** to select a type of training. The next training slot then becomes available. Repeat if you wish to assign more than one discipline and then press **A**.

TEAM PHYSICAL TRAINING:

Fine-tune physical training for your squad as a whole. Press **⬅I** to select a level of physical training and then press **A**.

TRANSFER MARKET:

Buy and sell players in the Transfer Market. Pull **L/R** to select a league and press **○/●** to choose a team. Then further narrow down your search by pressing **⬅** to establish your Status and Position requirements. To sort the resulting list by a category, press **⬅↓** to the list of players, press **⬅** to highlight the relevant column and press **Y**. Then press **⬅I** to highlight a player and press **X** (see *Player Bio Screen* on p. 13).



Note: You can only transfer players during the two "transfer windows" (January and July-August).

Player Bio Screen:

Highlight a player name and press **X** to view his details. Press **⬅** to cycle through player attributes.

If you have accessed a Player Bio from the Transfer Market screen, the following options are available:

Players From Other Teams:

- To make a bid for a player, press **A**. Press **⬅** and press **A** to make an offer/Negotiate with the player.

Your Players:

- To place a player on the transfer list, pull **L/R**, select ADD TO TRANSFER LIST and confirm (to take him off the list, select REMOVE FROM TRANSFER LIST). To release a player from his contract, select RELEASE PLAYER and confirm. If a club is interested in your player, you can negotiate a deal to sell him by selecting the NEGOTIATE WITH... option and ACCEPT/REJECT the offer.

TEAM NEWS:

Pull **L/R** to view current Injuries, your Objectives and clubs interested in your players.

CAREER HELP:

Pull **L/R** for help with Career Mode.

More Options Screen

Selecting MORE OPTIONS in the Match Day Central and Tournament Central screens provide a list of further options that offer in-depth information, settings and tools for the current game mode.

STATS CENTRAL:

View the current state of the competitions you are taking part in.

TABLES:

Pull **L/R** to skip between competitions and press **○/●** to skip between rounds or groups (cups only). Highlight a column of the table and press **Y** to sort it by the selected column's data.

FIXTURES:

View all your results and upcoming fixtures. Press **⬅** to skip between days and months. Highlight a match day and press **A** to view that day's fixtures/results. If it is a future date you can also choose to complete all your matches up to that date without actually playing by selecting the Simulate option and confirming at the prompt.

STATS:

Pull **L/R** to skip between Player (press **○/●** to view different squads) and Team Statistics.

TEAM MANAGEMENT:

See *Team Management* on p. 17.

TEAM NEWS:

Pull **L/R** to view current Injuries, your Objectives and clubs interested in your players.

VIEW SQUADS:

Keep an eye on your rivals' squads (pull **L/R** to select a league and then **○/●** to select a team from it).

CAREER HELP:

Pull **L/R** for help with Career Mode.

GAME SETTINGS:

See *Game Settings* on p. 17.

MY FIFA 2004:

See *My FIFA 2004* on p. 15.

SAVE/LOAD:

See *Save/Load Screen* on p. 19.

Tournament

Play your way through a selection of some of the world's toughest cup competitions. Select **GAME MODES>TOURNAMENT>NEW TOURNAMENT** (or **LOAD TOURNAMENT** to load a saved one - see *Save/Load Screen* on p. 19). Choose between the Default Squads or the Current ones and confirm your selection. Choose the cup you wish to play for, select a team (or teams) from the list of entrants to place under User control by highlighting them and pressing **X** (press it again to return the team to CPU control), then press **A** (to replace an existing team with another team of your choice, highlight its badge, press **Y** and select the replacement club). The Tournament Central screen appears (see steps 6. to 8. of *Career Mode* on p. 11 for further information).

Practice Mode

Give yourself - and your players - a refresher course in how to play the beautiful game. Select **GAME MODES>PRACTICE MODE** then select both teams (press **Y** to choose a Stadium/Condition). You begin with a Free Practice match (to start another type of practice/tinker with the current practice, press **○** - see *Practice Mode Pause Menu* below).

Practice Mode Pause Menu

RESUME PRACTICE:

Continue the current type of practice.

MODE:

Change to another type of practice (select **FREE PRACTICE**, **CORNER**, **DIRECT FK** or **FK PRACTICE**).

USER:

Adjust the number of players in your team (Free Practice only).

CPU:

Adjust the number of players in the CPU team (Free Practice only).

LOCATION:

Select the area of the pitch where you wish to practice (not available in Free Practice).

QUIT PRACTICE:

Exit Practice Mode.

Football Fusion

Play individual *Total Club Manager 2004* matches in *FIFA Football 2004* or export entire teams from *Total Club Manager 2004* into *FIFA Football 2004* (including lower division sides not supported in the game).

To play a *Total Club Manager 2004* match in *FIFA Football 2004*:

1. In *Total Club Manager 2004*, select **FIFA 2004 FOOTBALL FUSION** in the Match screen and press **A**. Select a slot and press **A**. Press **A** twice more to exit the confirmation screens. The required information is saved.
2. Exit *Total Club Manager 2004*, launch *FIFA Football 2004* and select **GAME MODES>PLAY FOOTBALL FUSION**. Select the saved Fusion Match and Load it (see *Save/Load Screen* on p. 19). Then play the match as usual (see *Play Now* on p. 10) and save the result at the post match screen (see *Save/Load Screen* on p. 19).
3. Exit *FIFA Football 2004*, launch *Total Club Manager 2004* and select **FOOTBALL FUSION>IMPORT SINGLE MATCH RESULTS** and load the result (see *Total Club Manager 2004* manual for more information).

To export a team from *Total Club Manager 2004* to *FIFA Football 2004*:

1. In *Total Club Manager 2004*, select **FOOTBALL FUSION>EXPORT CLUB TO FIFA 2004**. Select a club* (see *Total Club Manager 2004* manual for more information) and then select a slot in the Fusion Team Export screen and press **A**. Press **A** to exit the confirmation screen.
- * To export a team you have already saved, select **FOOTBALL FUSION>EXPORT SAVED CLUB TO FIFA 2004** and select it from the list of saved clubs.
Note: If you select a club currently outside the divisions featured in *FIFA Football 2004*, you can only play it in Play Now or Tournament modes.
2. Exit *Total Club Manager 2004*, launch *FIFA Football 2004* and select **GAME MODES>IMPORT FOOTBALL FUSION**. Select the saved Fusion Team and Load it (see *Save/Load Screen* on p. 19).
Note: To play your team in Play Now mode, instead of selecting a recognised League, choose **FOOTBALL FUSION**, then select an imported team. To use an imported team in Tournament mode, press **Y** in the Select a Team screen and choose from your imported teams.

My FIFA 2004

To toggle User Profiles at any point within the My FIFA 2004 screens, pull **L/R**. The selected User's information is displayed.

EA SPORTS™ Bio

EA SPORTS™ Bio is a new feature designed to reward you for playing EA SPORTS™ titles. Your EA SPORTS™ Bio, a file shared between all EA SPORTS games via your hard disk, tracks key accomplishments and time spent playing different titles in the EA SPORTS line-up.

- * The first time you select EA SPORTS™ BIO from the My FIFA 2004 menu, you are prompted to create an EA SPORTS™ Bio. You are also prompted when you complete accomplishments or reach a new gamer level (see p. 16).



EA SPORTS™ Gamer Levels

When you first create your EA SPORTS™ Bio, you start out as a Level One gamer. You can earn credit towards a promotion to the next level in the following ways:

- EA SPORTS™ Titles Played:** Every EA SPORTS™ title you play gets you more credit toward the next Level.
- Game Time:** The more time you put in, the faster you rise to the next Level.
- Number of Games Played:** Gain more credit with every game played and completed (winning games gives you additional bonus points towards your Level).

Rewards

When you reach a new level, you may unlock a game-specific reward, the size of which depends on the level you achieve (a level increase potentially unlocks rewards for all EA SPORTS™ titles in your Bio, regardless of which title the level was achieved while playing).

Accomplishments

In each EA SPORTS™ game, there are certain accomplishments that you can achieve. These accomplishments vary by title. When you achieve an accomplishment, a prompt appears asking if you want to save it to your EA SPORTS™ Bio. There are two lists of accomplishments:

Major Accomplishments: Your highest-ranking accomplishments.

Recent Accomplishments: Your most recent accomplishments, sorted by date.

Hall of Kits

Press **⬅** to toggle between leagues and then press **Ⓜ** to view the shirts worn by each team in the selected league. Beat a team to highlight its home and away strips; beat all the teams in a league to unlock that league's third kits.

User Profiles

Your User Profile contains all of your game preferences (e.g. Set Pieces, Game Settings etc) and your preferred team. When you first start *FIFA Football 2004*, you should create a new User Profile and select a favourite team.

Creating/Editing a User Profile

To Create a new User Profile:

1. Select MY FIFA 2004>USER PROFILES>CREATE NEW PROFILE (or press **X** in the Main menu screen).
2. Press **Ⓜ** and press **A** to input your Profile Name, First Name and Last Name and select the team you support.
 - To input names, press **Ⓜ** to highlight each character and press **A**. Select the tick symbol when you have entered the name.
 - To choose the team you support, press **⬅**.
3. Select DONE and then YES to save your profile.

- To Edit a current User Profile, select EDIT PROFILE in the MY FIFA 2004 User Profiles screen and follow steps 2. and 3. above.

Activating a User Profile

The Active User Profile determines the settings currently being used.

- To change the User Profile being used in the current session, pull **L/R** in the MY FIFA 2004 User Profiles screen to select the required User Profile and then press **X**.

Options

Game Settings

Pull **L/R** to view BASIC SETTINGS, ADVANCED SETTINGS or AUDIO SETTINGS. Press **Ⓜ** to move between individual options and then press **⬅** to make adjustments to the highlighted setting.

Note: Default Settings are displayed in **bold**.

BASIC SETTINGS:

Decide on the Half Length, Difficulty Level and Game Speed or turn Injuries, Offsides, Bookings and the Wide Screen feature ON and OFF.

ADVANCED SETTINGS:

Adjust the Power-Up Speed, set the Player Status Bar to **PLAYER NAME** or OFF, change the Camera angle, turn the Time/Score Display, pitch Radar and Vibration function ON and OFF and decide the level of CPU assistance for Home and Away teams when switching players during a game (empty bar=manual control, full bar=CPU control).

AUDIO SETTINGS:

Move sliders to adjust Commentary Volume, Game SFX Volume, Menu SFX Volume and Menu Music Volume and switch the Audio Mix between **COMMENTARY** and **ON THE PITCH**.

Team Management

Control every aspect of a team's performance with Team Management. To select a team to manage:

1. Press **⬅** and **A** to select a league/team (if you are within a game mode, selection defaults to the team you selected when you entered the mode).
2. Pull **L/R** to cycle through STARTING 11 (SUBSTITUTIONS in-game), KICK TAKERS and TACTICS.



Starting 11

To change your first team line-up (or substitute players during a match):

1. Toggle to STARTING 11 (SUBSTITUTIONS in-game).
 2. Press **⬇** to highlight the name of the first player that you wish to swap and press **A**.
 3. Repeat step 2. to choose the 2nd player. The two players are swapped.
- EA Tip:** Press **⬇** to scroll through players' abilities. Players with less ability are less likely to successfully control the ball and more likely to overpower shots.

Kick Takers

To replace existing Kick Takers for Corners, Free Kicks and Penalties:

1. Press **⬇** to highlight a player in the Kick Takers list and press **A**.
2. Press **⬇** to highlight the player you wish to replace the current selected Kick Taker and press **A**. The selected Kick Taker is replaced.

Tactics

Press **⬇** to highlight various Team tactics options and then press **⬇** to adjust the current settings.

Player Swaps

To Swap players between clubs:

1. Select OPTIONS>PLAYER SWAPS.
2. Pull **L/R** to select a league and then **○/●** to select a team from it.
3. Press **⬇**, then **A** to select the first player in the swap.
4. Press **⬇** and then repeat steps 2. and 3. to choose the 2nd player. The players are swapped.

Set Pieces

Preset routines at indirect free kicks and corners and then use them in matches.

1. Pull **L/R** to select a User Profile.
2. Press **⬇** to choose a set piece Location (it is highlighted on the pitch at the top left of the screen).
3. Press **⬇** to highlight a Set Play slot and then press **⬇** to preset a routine for the selected slot.

- Repeat step 2. to programme further routines for the highlighted set piece.
- Note:** There are 4 Set Plays you can select during the match for each position. You can preset 3 of these. Slot 1 is always set to the default selection (In Swinging Centre for corners and Lay-off & Shot for free-kicks).



Language

Press **⬇** to select your preferred language.

EA SPORTS™ Trax

Press **⬇** to highlight a Jukebox track and press **A** to deselect it (press **A** once more to reselect). Unticked tracks will not be played.

Saving, Loading & Deleting

Saving

- To save files, go to the Save/Load screen (see *Save/Load Screen* below) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode. You are also prompted to save files upon exiting certain screens.
- Note:** Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition. Changes made from the Pause Menu are reset after a game is finished.

Loading

- All User Profiles detected on the hard disk are automatically loaded upon boot-up with the Active User Profile's Settings applied to the game.
- To load previously saved files *after* you've started the game, go to the Save/Load screen (see *Save/Load Screen* below) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode.

Deleting

- Saved files can be deleted in the Save/Load screen (see *Save/Load Screen* below).

Save/Load Screen

To enter the Save/Load screen, either select SAVE/LOAD from the Options, More Options or User Profile screens (you will then have to select whether you wish to SAVE or LOAD) or select one of the Save or Load options throughout the game.

To Save, Load or Delete a file within the Save/Load screen:

1. Pull **L/R** to select the type of file you wish to perform an action on (All Types/Profile/Squad/Career/Tournament/Fusion Team/Fusion Match).
 2. Press **⬇** to select a file and then press **A**.
- If you have chosen to save a file, you can select RENAME FILE to change the file name and save it or SAVE FILE to save it under its present name (to delete a file, choose a saved, unloaded file and select DELETE FILE).
 - If you have chosen to load a file, select LOAD FILE.

Cameras

Select CAMERAS from the Pause Menu during a match to switch between Camera angles.

- Pull **C/D** to select from TELE, ACTION, END TO END, SIDELINE and BROADCAST camera angles.
- To change Height and Zoom, press **↑** to select an action and press **←** to adjust it.

Instant Replay

Select INSTANT REPLAY from the Pause Menu to view the latest action from a variety of angles and speeds.

Select Camera	Y
Play/Pause	A
Slow/Fast Rewind	L/X
Slow/Fast Forward	R/B
Zoom In/Out	LT/RT
Control Free Cam	R
Hide Panel	○
Quit Instant Replay	○

Multiplayer Matches

Up to 4 Players may play *FIFA Football 2004* on one Xbox™ video game system.

- For Multiplayer games, each participating player requires a controller.
- To play with 1-4 players, the controllers must be connected to the required number of controller ports.

When starting a match, up to 4 players can select which team to play for. Each player must press **←** to move to the team that they wish to play for. Controller icons must be displayed under a team name in order to control that team in the game.

Note: You can also select the side you want to play for during the game by pressing **>** and selecting SELECT SIDES from the Pause Menu.

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